

\$29.99

# WAYOUT™

STEP RIGHT UP! STEP RIGHT UP! Who'll be brave enough to take this compass and mapmaker and walk into this maze? You will?! Good! Now, I'll just lock this door here and you can try and find your WAYOUT! If you do, I've got twenty-five other mazes for you to try -- all in 3-D!

Select from 26 incredible journeys. In each, you'll have a compass and map of your travels at the bottom of the screen to help you. That is unless they are taken from you by the pesky little Cleptangle that hides in the maze. Then you'll need to chase him down and get them back. Oh, and keep your eye on the Fireflies. They'll show you which way the wind's blowing in the maze and maybe even give you a clue to the WAYOUT.



Game design by Paul Edelstein  
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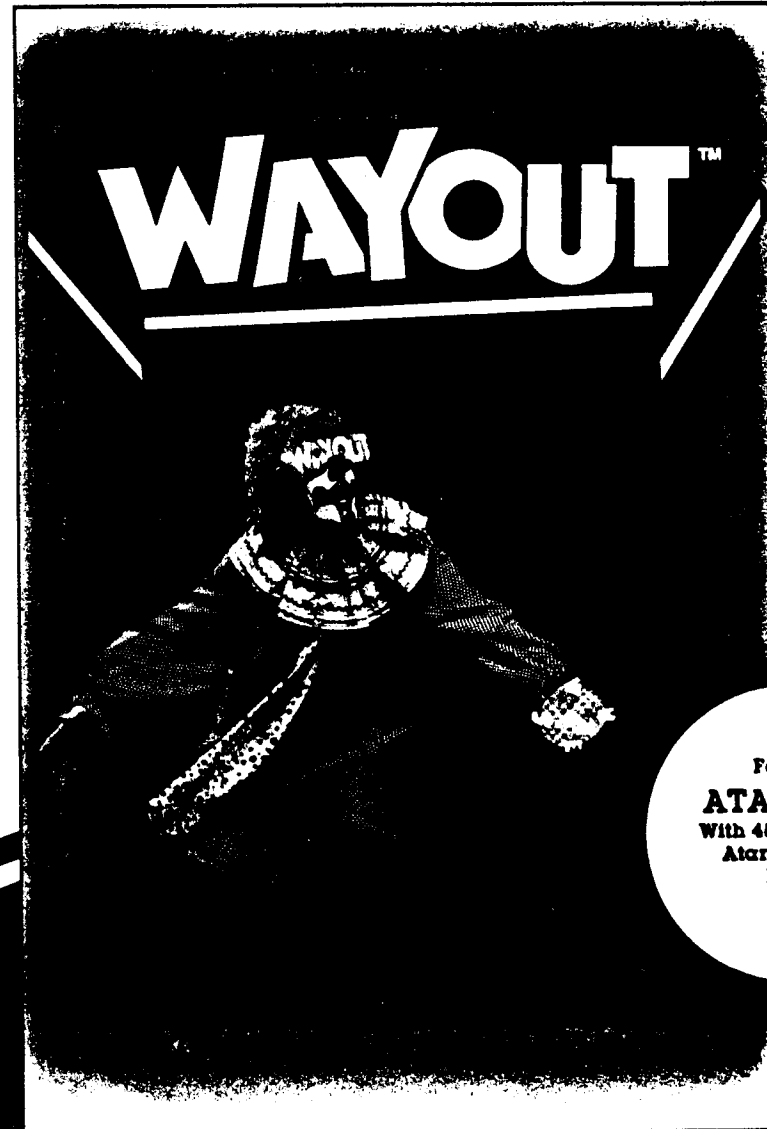
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## INCLUDED FREE!

Wayout Costume Glasses And Compass

# Sirius™

presents



For The  
**ATARI\* 800**  
With 48K And One  
Atari 810 Disk  
Drive



## A 3-D ACTION MAZE GAME

# WAYOUT™

## The Object

With a Compass and Mapmaker as your only tools, your task is to find the shortest WAYOUT of the selected maze. You must avoid the mischievous "Cleptangle" who will delay your search by stealing your tools. Be sure to take note of the friendly Fireflies. Their flight direction will show you which way the wind is blowing, possibly from the WAYOUT!

## To Start

Assemble the enclosed WAYOUT protective glasses and put them on. Cut out the compass and point the arrow toward north. Now you're ready to be WAYOUT.

Insert the WAYOUT disk and boot as normal. (The disk will not boot if there are any ROM cartridges in your Atari.) After the title page appears, press the SPACE BAR and a menu of possible controls will appear followed by a menu of possible mazes to play in. Choose your control device and then press a maze letter. We suggest starting with the INTRO maze. Type RETURN to restore a saved game. WAYOUT will enter a self-demo mode if the menus are ignored. The demo can be interrupted by pressing the SPACE BAR.

## Screen Display

The viewable area of the maze directly in front of you appears in 3D on the upper portion of the screen. The Mapmaker uses the lower portion of the screen to draw a complete map of the areas of the maze you have explored. The compasses in each upper corner of the screen show your direction of travel relative to the map. An odometer at the top center shows the distance traveled (your "Score").

## The Cleptangle

The Cleptangle is a playful creature which appears as a spinning rectangular form, bright on the front and dark on the back. The closer the Cleptangle, the faster and louder the warning light and sound will fluctuate. If the Cleptangle catches you it will steal your Compass, your Mapmaker, or both. If your Compass is taken, a flashing question mark will appear instead of the arrow on the compasses. If your Mapmaker is stolen, no additions will be made to the maze map and it will flicker. You can get your stolen tools back by catching up with the Cleptangle and capturing him. But beware, the Cleptangle never tires of these petty thefts and will sneak up on you every chance he gets!

## Wind

The Wind, where present, blows in a constant direction and can be seen by watching the Fireflies float by. Many times the wind is too strong to push directly through (as seen by a pulsating resistance to movement) and you'll have to be ingenious to find a way around or through it. Wind sometimes blows out from the WAYOUT.

## The Wayout

When you see a door that pulsates from red to black to blue, then you'll know you've found the WAYOUT! Since its location will never change, you can go through this maze again and again until you can make a beeline for the exit with your WAYOUT glasses ON! That's when you'll know it's time to try one of the 25 other mazes! If you set a new low score for any maze you will be asked to enter your initials. The score and initials will be saved on the WAYOUT disk.

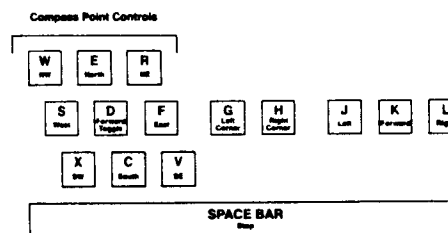
## The Controls

WAYOUT can be played with the keyboard, joystick or paddles. Choose your control device from the menu or use the OPTION key to switch controls during the game.

**PADDLE:** Plug the paddle into jack #1. Hold the left paddle button down to move forward and twist the knob to control the direction.

**JOYSTICK:** Plug the joystick into jack #1. Tilt the joystick left and right to go left or right. Tilt the joystick forward to move forward. You cannot move backward.

**KEYBOARD:** The diagram shows the various ways possible to use the keyboard. Note: the compass point controls will not operate if your compass has been stolen.



## Convenience Controls

**ESC:** Pauses the game and asks if you would like to save the game. If you press Y, your current position, the map at the bottom of the screen and the low scores will be saved to the disk. If you don't wish to save the game, press N or ESC to resume the game where you left off.

**START:** Pauses the game and asks you if you want to save the game. Answering "Y" will save the game and return you to the menu, "N" will not save the game and will return you to the menu; ESC will resume the game where you left off.

**OPTION:** Returns you to the select controller menu.

**SHIFT 1-9:** Saves your current location so you can later return directly to the same spot.

**1-9:** Returns you to the same location marked by SHIFT 1-9. Nine different places can be remembered and returned to. You can redefine a return spot at any time.

**RETURN:** Restores a saved game when typed from the main menu.

## Important

If "BOOT ERROR" appears on the screen after booting, try the disk on another Atari 800 to verify that the disk is good. All of our disks are tested prior to shipping.

**Sirius Replacement Policy:** Sirius will replace any defective disk with a new one for \$5.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.